# **VICTORY CONDITIONS**

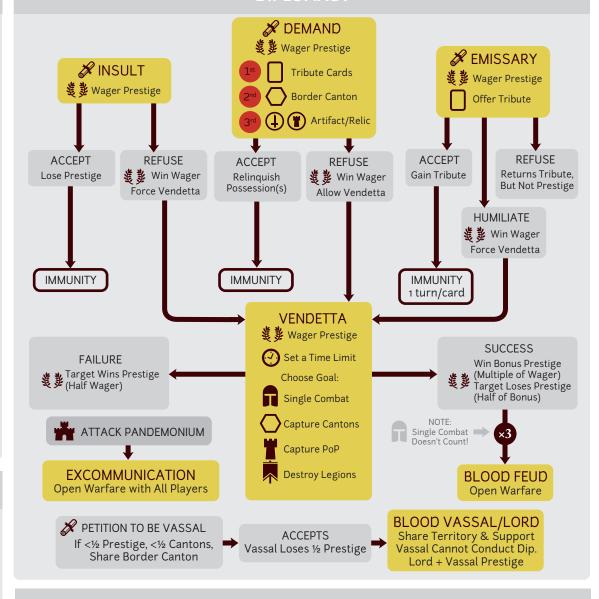


# **ORDERS**



Increase Attributes

### **DIPLOMACY**



# **FORMULAS OF NOTE**

Tribute Quality Roll: 1d20 - (Previous Demands × 4) + Tribute Skill

Ritual Check: 2d6 + Relevant Attribute + Perks/Relics/PoPs Ritual Defense: 2d6 + Target Level + Loyalty\* + Perks/Relics/PoPs Note: The Demonic Premonitions Ritual will also boost defense

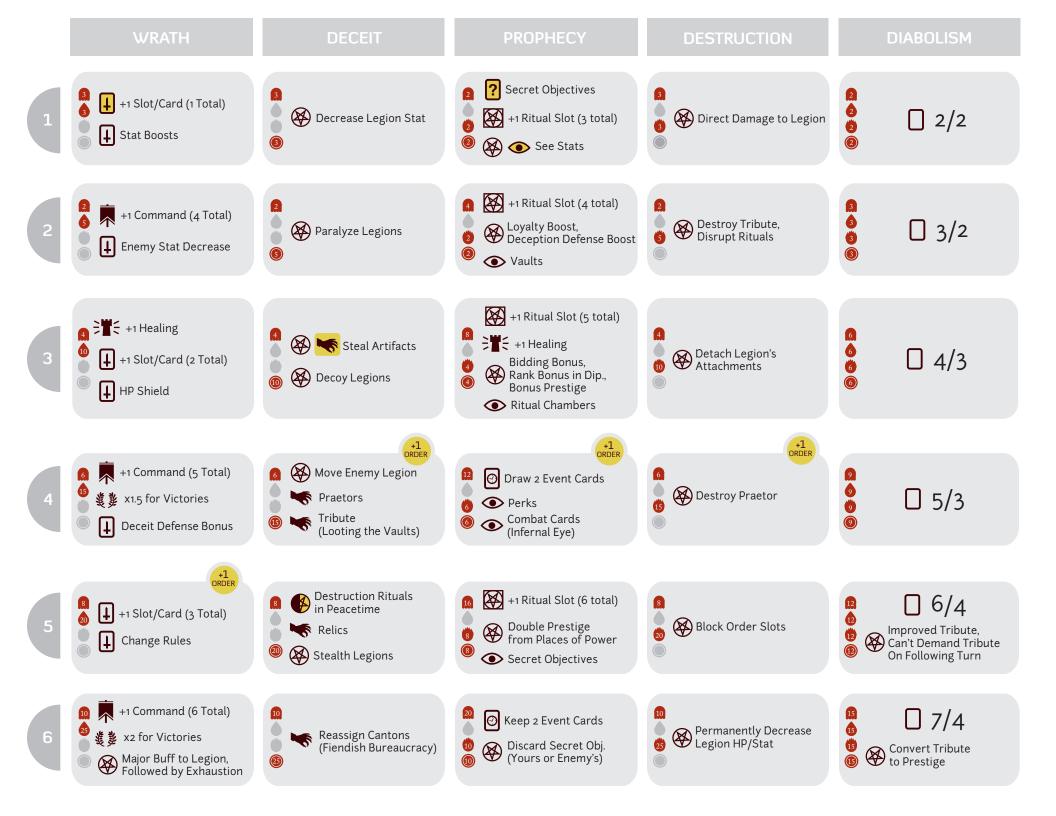
(Reveal Identity Checks same as Ritual Checks, minus Target Level/Loyalty for Defender)

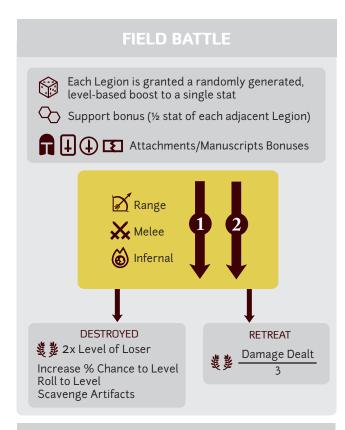
\* Deceit Rituals only

Demand Wager: 8 - (Rank Disparity) - Previous Concessions OR 8 - (Actor Rank/2) - Previous Concessions Insult Wager: 6 ± Rank Disparity

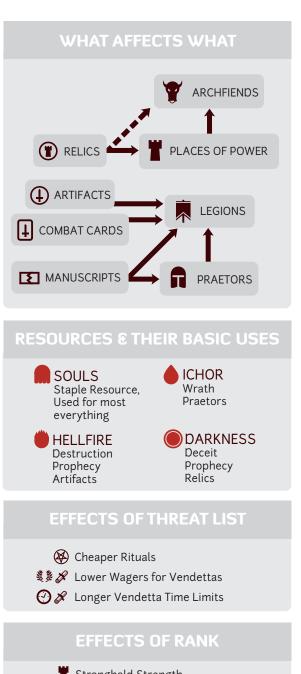
Insuit Wager: 0 ± Kark Disparity
Emissary Prestige Cost: 4 ± Rank Disparity
Vendetta Wager (Range): 8 + (Threat - 1) ± Actor Rank
Vendetta Time Max Dependant on Actor Rank & Target Threat

Legion/PoP Attachment Slots: Level/2 (round up), 4 Max









# EFFECTS OF RANK Stronghold Strength Starting Legion Strength Lower Wagers for Demands/Insults Wider Range for Vendetta Wagers Shorter Diplomatic Waiting Periods Longer Vendetta Time Limits